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PLAYER'S GUIDE

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★ BATTALION ★ WARS™

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INSTRUCTION BOOKLET

NINTENDO
GAMECUBE.

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play. To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button

R Button

Control Stick

C Stick

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THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.

1 Player

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Memory Card

THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.

Progressive Scan compatible

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Nintendo's game pages at **www.nintendo.com/games** feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit:
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If you prefer to use your phone, recorded tips for some of our hottest games are available on our Power Line at **(425) 885-7529**. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

TEEN
T
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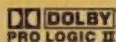
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Nintendo

BATTALION WARS

TABLE OF CONTENTS

LET BATTLE COMMENCE....

The world of Battalion Wars has a turbulent history, served by global conflict and only briefly interspersed with periods of tense, nervous peace. Over time, the great armies of the Western Frontier and the Tundran Territories have fought each other to a standstill.

They now abide by a treaty guaranteeing mutual sovereignty, their two vast empires separated only by a thin strip of land— a Demilitarized Zone. Both sides monitor each other closely, primed to retaliate in the event of a preemptive strike.

Gorgi, Tsar of the Tundran Empire and supreme commander of its military forces, will soon pass the reins of command to his son and heir, Marshal Nova.

The Marshal has a more modern outlook than his father, and with Nova in charge, some dare to dream that a real and lasting peace might yet be possible...

But on the other side of the DMZ, General Herman of the Western Frontier is spoiling for a fight; it's been too long since Frontier troops saw combat.

Brigadier Betty has a plan to get the men fighting fit and keep an eye on the Tundrans at the same time—this is where you come in, as special Battalion Commander for the "Fightin' Frontier"!

USING THE CONTROLLER

As a special Battalion Commander for the Western Frontier forces, it is your job to combat the Tundran threat where the fighting is at its most desperate...

You must master the control system if you are to fight and deploy your forces most effectively.

Button

R Button

Z Button

Y Button

X Button

A Button

START/PAUSE

B Button

Control Pad

C Stick

Control Stick

Action Controls

Move

Use the Control Stick to walk, drive, or fly the unit you are controlling in the direction you want to go. The amount you tilt the Control Stick affects the speed at which you will travel.

Fire

Press **A** to fire your weapon.

Charge Fire

Veteran troops are equipped with specialist weaponry. Press and hold **A** when controlling a Veteran soldier to power up the weapon. The effect of powering up varies according to the weapon being used:

Bazooka – Charging up increases launch velocity; a charged up bazooka shell will travel farther, faster and cause more damage.

Flame – Charging up increases the force of the napalm jet, extending the range of the weapon. Don't allow the charge bar to fill completely or the weapon will overheat and cease to function until it cools.

Assault – Charging up increases the rate of fire; stay in the 'sweet spot' and fire as fast possible by rapidly pressing **A**. Don't allow the weapon to overheat or it will be temporarily disabled.

Missile – Charging up loads a salvo of missiles into the breech. These can then be launched in rapid succession. Use this technique to deliver a lot of damage in one attack.

Mortar – Charging up increases the blast area and damage caused by mortar shells. Use charged up shells to disrupt large groups of infantry in a single strike.

Jump

Use **B** to clear low obstacles such as barbed wire, sandbags or fallen trees. You can also jump into empty gun nests, bunkers, towers or capture points.

Crouch

Press to crouch down. Crouch behind sandbags and logs for protection; using cover will minimize the effect of enemy fire.

Aim

Pressing ⟨R⟩ also allows you to aim freely with ⊙. Use aiming to direct your units to precise locations. The aim feature is also useful for targeting aircraft.

Lock-On

Press ⟨L⟩ to lock on to enemy troops, and target your fire accurately.
You can also use Lock-on to assist in giving orders to your friendly soldiers.

Lock-Cycle

You can switch between locked targets by rapidly pressing ⟨L⟩. The secondary crosshair will show you which target you will cycle to next.

Sidestep

If you press and hold ⟨L⟩, you can strafe side-to-side with ⊙. Locking onto an enemy with ⟨L⟩ allows you to strafe around that enemy while keeping them in your crosshairs.

Combat rolls

While ⟨L⟩ is pressed, you can combat roll in four directions by pressing **B** and tilting ⊙. Use this maneuver to dodge incoming fire and throw off the enemy's aim momentarily.

Swim

You can also use ⊙ to swim, but be warned, you can only do this for a limited time before the weight of your equipment will start to drag you down. Don't stay in the water too long, or you will drown.

Don't drive your vehicles into deep water; if water enters the engine compartment, the vehicle will start to take damage and eventually explode.

Surface dive

Press **B** while swimming to dive beneath the surface for a moment. This will help you to evade incoming enemy projectiles in this vulnerable situation.

Altitude Change

When flying aircraft, use ⟨R⟩ together with ⊙ to change your altitude.

Commanding Controls

Selecting Units

The Selected unit type which will respond when you issue a command. Tilt ⊙ left or right to Select a unit type.

Selecting Individual Units

This is an advanced technique; Tilt ⊙ up to select individual units. You can then give orders to one unit at a time.

Ordering Units to Follow or Wait

Instruct selected units to follow you by pressing ⟨X⟩. Units in follow mode will defend you and each other automatically. If all the selected units are already in follow mode, pressing ⟨X⟩ will instruct them to wait.

Ordering Units to Advance

Use ⟨Y⟩ to order your selected units forward.

- Pressing ⟨Y⟩ while aiming at an empty piece of ground will order your selected units to move to that area and defend it.

- Pressing ⟨Y⟩ while aiming at an enemy will order your selected units to attack. Units will return to follow mode once an attack has been carried out.

- Pressing ⟨Y⟩ while aiming at a gun nest, tower, bunker, or Capture Point will order selected infantry units to occupy that building.

Control Transfer

As special Battalion Commander, you can switch direct control between any of the units in your battalion. Use ⟨Z⟩ to transfer control to another unit. You can do this in three ways:

1) Lock onto the friendly unit with ⟨L⟩ and then press ⟨Z⟩.

2) Select a unit type with ⊙ and then press ⟨Z⟩ to transfer to the nearest unit of that type.

3) Select an individual unit with ⊙ and then press ⟨Z⟩ to transfer to that particular unit.

CAMERA VIEWS

You can switch between Local and Global camera views at any time by pressing any direction on ✛.

Local view is best for close-quarters combat.

Global view offers improved situational awareness, and can make commanding your troops easier.

THE SPOILS OF VICTORY

On successful completion of a mission, your CO will assess your prowess as a Commander. The medal you receive depends entirely on your performance. The following criteria are used when making an assessment of your command:

Power How much punishment you dished out to the enemy.
Speed How swiftly you completed the mission objectives.
Technique How well you protected and preserved your units.

You can receive the following medals:

Special! These medals are awarded only for distinguished service above and beyond the call of duty. Extraordinary valor and strategic genius required.

Top–flight commanding. Other COs have a thing or two to learn from your battle skills.

Awarded for solid, respectable performance in the field. Good job!

Success, but at what price? Consider using tactics, Commander!

Unlocking Bonus Missions

Each of the four Battalion Wars campaigns features one unlockable Bonus Mission. We're not saying anything more about these top-secret missions, but they're something out of the ordinary.

Unlock each Bonus mission by achieving a high average score for that campaign. The total score required to make the Bonus missions available appears when you select that mission on the Global Map Screen. You don't necessarily have to do well in every mission, so if you have a favorite, try getting an S on that mission to boost your average!

UNDERSTANDING YOUR HEADS-UP DISPLAY

Radar

Comlink

Mission Timer

Command Chevron

Player Unit

Life Gauge

All Icon

Overhead Icons

Command Bar

Player Unit and Life Gauge

The unit under your direct command appears here, along with a Life Gauge to let you know how fighting fit he is.

Watch out if your Life Gauge flashes red–this means you're taking hits.

A blue flashing Life Gauge means you're in water, and your stamina is running out. Head for the shore if it's flashing fast, or you'll start to drown!

Command Chevron

This is the badge of command. It shows you who's in charge (you!). Watch out for the Command Chevron on the Map Screen and in the Global camera view, it helps identify your position.

CO Comlink

Incoming Intel and strategic advice from your Commanding Officer will be relayed via your Comlink. Don't forget that you can check back on this CO intel in the Mission Log screen (press Start/Pause, and navigate to the Mission Log with 🔼 and 🔽). You can also monitor transmissions from enemy COs with this device, so pay attention–they may give away useful information.

CROSSHAIR

The crosshair is your best friend. Remember to keep it pointed at the enemy in dangerous situations!

And this is how it looks when you're free-aiming with Ⓡ .

When you lock on to a target with 🔼 , the crosshair will change shape.

If the target you're locked onto is out of weapon range, the crosshair will flash. But when your target is within weapon range, the crosshair will display like this.

Keep an eye out for the secondary crosshair.
This nifty item will indicate to you what you'll lock onto next if you press 🔼 .

Reload Bar

The Reload Bar appears on the left hand side of the crosshair.
This handy gauge lets you know how many shots you have left in your current magazine.

It's also useful for checking when new shells have been loaded into the breech, especially on units that take a while to reload, such as tanks and artillery. Your unit will reload automatically, but keep an eye on your reload bar if you don't want to have to change mags at a dangerous time.

Charge Bar

Veteran troops have advanced weapons that feature a Charge Bar. This appears on the right-hand side of the crosshair. The Charge Bar behaves differently than the Reload Bar–it fills as your weapon powers up. Fill the charge bar as high as you dare to deliver maximum damage; but watch out–if you fill the bar completely when using Assault or Flame troops, your weapon will overheat and be temporarily disabled.

ID Tabs

BAZOOKA Aim at any unit to bring up its ID tab. The name displayed above it tells you what type of unit you're looking at, plus there's a handy Life Gauge so you can see what kind of shape the unit is in.

Command Bar

Use Ⓒ to navigate your way around the Command Bar. Use Ⓧ to instruct your units to wait or follow, and order them to advance with Ⓨ. You can also transfer direct control to another unit using Ⓩ. The ALL icon on the far left hand side of the Command Bar allows you to give an instruction to your entire Battalion with one button press. This is really useful for setting all your units to Follow or Sentry, but we don't advise using the ALL icon for issuing attack orders—unless every type of unit under your command is suitable for tackling the enemy at hand.

Overhead ICONS

The icons displayed above your units show you their current Mode.

▽ **Follow Mode** – this unit will follow the player unit, and will automatically defend any other nearby friendly units.

🛡 **Sentry Mode** – this unit will defend the area where it was ordered to go on sentry duty.

⬆ **Move Mode** – this unit is en route to an objective; either a Capture Point, an area to defend, or a gun turret.

⬆ **Attack Mode** – this unit has been ordered to attack an enemy, and will pursue and destroy that target. Only then will it return to Follow Mode.

Radar

Your radar shows up all units within a 70 meter radius. Enemies are marked as red blips and friendlies as green. Allied units are marked with yellow blips, and neutral entities such as empty gun turrets are colored gray.

Supplies

Patch up those wounds with Medipacs dropped by defeated enemies.

Watch out for Jerry cans from the wreckage of enemy vehicles; these items can keep your engines running smoothly and your mobile armor in showroom condition! Fly over Jerry cans when piloting aircraft to repair any damage to your fuselage.

Your troops and vehicles will help themselves to supplies that they find on the battlefield, so watch out they don't beat you to it! Supplies that drop from enemies don't stay around forever.

Map Screen

You can access your satellite battle map by pressing Start/Pause and navigating to it with Ⓛ and Ⓡ. The satellite map offers you a commanding view of the combat zone. Use it to locate prisoners of war and to scope out enemy positions.

Plan ahead—Make tactical decisions about which units to deploy, based on the enemies you identify on the map screen before going into combat.

Move your magnifying lens around the map using ⊙. The magnifying lens allows you to identify individual units in the field. You can Zoom in and out with Ⓒ to get more detail, but note that the lens moves faster when you are zoomed out.

You can also control transfer to friendly units via the map; just put the crosshairs of your magnifying lens over them and press Ⓩ.

Primary objectives can be seen on the map screen as flashing gold stars. Secondary objectives are represented by flashing silver stars.

Mission Log

Check back on strategic advice given to you by your CO in the Mission Log. You can access the Mission Log by pressing Start/Pause and navigating to it with Ⓛ and Ⓡ. Here you will find a record of all recent communications from friendly and enemy COs that have been transmitted during the mission. Use the Control Stick to scroll up and down if you want to check on earlier dialogue.

Objectives Screen

The battlefield can be a chaotic place at times; if you ever need to remind yourself of what's next on your to-do list, refer to the Objectives screen. You can access the Objectives Screen by pressing Start/Pause and navigating to it with ⏢ and ⏢.

Primary Objectives have to be completed in order to successfully clear the mission. These are marked with a gold star.

Secondary Objectives may boost your firepower, or otherwise assist in completion of the Primary Objectives. These are marked with a silver star. Completion of secondary objectives can also improve your score for the mission. When an objective has been completed, it will be colored gray.

Pause Screen

Sometimes even the most hardened veterans can get war weary. If you've had your fill of fighting, turn to the Pause Menu to try again or throw in the towel. You can access the Pause Menu by pressing Start/Pause and navigating to it with ⏢ and ⏢ . You can restart the mission if you've devised a new battle plan that you want to try out, continue if you've changed your mind, or just plain quit if you've really had enough.

STRATAGEMS FOR SUCCESS

Colonel Austin's tips

- Anti-air missiles can't track aircraft below radar altitude; if you hear a missile lock-on warning sound when flying a plane or gunship, dive low to avoid enemy missiles!

- Tactical deployment is essential for success; use Bazooka troops against enemy armored vehicles, but don't expect them to have an easy time against Rifle troops. Flame troops can take down enemy infantry in a jiffy at short range, but they can't offer much resistance to tanks.

- If you have units that may be vulnerable to your enemies up ahead, leave them behind until the threat has been neutralized by setting them to Sentry mode. You can do this with (x) .

- If you're not sure what to do next, check back on the Mission Log and Objectives Screens by pressing the Start/Pause Button.

General Herman's tips

- Click ⏢ to cycle rapidly between multiple targets.

- Combat roll to avoid enemy projectiles and throw off their aim; you can roll left, right, forward, or backward by tilting the Control Stick and pressing ⓑ when ⏢ is held down.

- Remember to take advantage of cover in a firefight—crouch down behind logs and sandbags to reduce the impact of enemy fire.

- Use your Mortar troops to dislodge enemy troops from cover. Remember that Mortars can target enemies through obstacles such as walls or terrain.

- Check the map screen to locate Prisoners of War; rescuing our boys from captivity can really bolster your firepower.

Brigadier Betty's tips

- Need a broader view of the battlefield? Invoke Global Mode by pressing any direction on the D-pad to raise the camera and improve your situational awareness.

- You can control transfer to distant units via the Map Screen; just move your crosshair over the unit you want to transfer to and press Z .

- Try not to leave the mission area. If you attempt to go AWOL, you will be brought back onto the battlefield by your CO.

- When defending an area, put your infantry into positions where they can take advantage of cover to minimize the damage they suffer.

- Use Recons to scout out the enemy positions and issue rapid deployment orders. These vehicles may be lightly armored, but their speed allows you to gain command of a large area.

UNIT DOSSIER
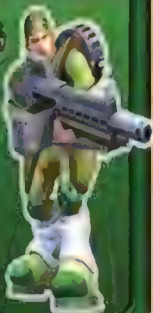
Infantry

Rifle Grunts

ARMED WITH
M17 FULLY AUTOMATIC ASSAULT RIFLE
COMBAT ROLE
LONG RANGED ANTI-INFANTRY

One on one, Grunts are weaker than most Veterans, but in sufficient numbers they are very useful shock troops. Grunts have the longest range of any infantry unit which can make their deployment decisive on an open battlefield

Assault

ARMED WITH
BELT FED M70 HEAVY CALIBER MACHINE GUN.
COMBAT ROLE
MID RANGED ANTI-INFANTRY / LIGHT ANTI-ARMOR / AIRCRAFT

Although inaccurate at extreme long range, the sheer volume of heavy caliber bullets that Assault veterans produce means that they are deadly against all infantry types, and reasonably effective against the more lightly armored vehicles.

Flame

ARMED WITH
"THERMIDOR" HIGH-PRESSURE INCENDIARY PROJECTOR
COMBAT ROLE
SHORT RANGED ANTI-INFANTRY / OPEN VEHICLES.

Nothing strikes fear into an opponent more than the sight of a Flame Veteran advancing through cover to close quarter combat range. Amongst tightly packed groups of infantry they are the most devastating troops available, but against armored vehicles they can do little more than scorch the paint.

Bazooka

ARMED WITH
LOW RECOIL ROCKET PROPELLED PROJECTILE LAUNCHER
COMBAT ROLE
MID RANGED ANTI-ARMOR. VULNERABLE TO OTHER INFANTRY

Bazooka Veterans are ideal for dealing with the threat of enemy tanks. A few well-placed high explosive projectiles can turn even the most impressive battle machine into a heap of smoking junk. Unfortunately their projectiles have a very low muzzle velocity which makes them relatively easy to dodge for more agile enemies.

Missile

ARMED WITH
RADAR GUIDED SILVERFISH ANTI-AIR MISSILES
COMBAT ROLE
MID RANGED ANTI-AIR. VULNERABLE TO GROUND-BASED ENEMIES.

Against an airborne target, Missile Veterans are deadly. The sight of that distinctive curving smoke trail means freedom for troops pinned down by enemy aircraft. But the missiles are easily confused by ground scatter, against land-based units they cannot achieve lock-on and simply spiral out of control.

Mortar

ARMED WITH:
'GROUNDHOG' 50MM PARABOLIC GRENADE LAUNCHER.

COMBAT ROLE:
LONG RANGED SUPPORT UNIT. TARGETS ENEMIES BEHIND WALLS AND COVER

The ability of Mortar veterans to fire over walls and defenses makes them invaluable for dealing with heavily entrenched opposition. Use Mortar troops to blast your opponents out of cover or out from behind walls. Their high explosive shells are also effective against vehicles.
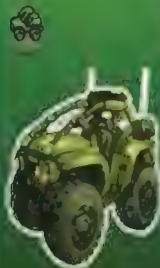

Ground Vehicles

Light Tank

STATISTICS:
CREW: 2 / SPEED: 3 / WEAPONS: 2 / ARMOR: 3

COMBAT ROLE:
ANTI-INFANTRY. VULNERABLE TO ANTI-ARMOR VETERANS AND AIRCRAFT.

The Herman Mk5 light tank has been the standard battle tank of the Western Frontier for some years now. Its latest iteration sees it armed with a single 100mm cannon and a short-range heavy machine gun. Despite its relative high speed and mobility, its light armor means this tank is easily vulnerable to a Bazooka ambush.

Heavy Tank

STATISTICS:
CREW: 3 / SPEED: 2 / WEAPONS: 3 / ARMOR: 4

COMBAT ROLE:
ANTI VEHICLE / ANTI-INFANTRY. VULNERABLE TO ANTI-ARMOR VETERANS AND AIRCRAFT.

Equipped with the new twin barreled anti-tank cannon and two Hubert and Cumbernald anti-personnel machine guns, the Herman M1A5 Main Battle Tank, or "Hermanator" as it is affectionately known, packs a mighty punch. Like the Mk5 however, this unit can still fall prey to enemy RPG's despite its ceramic laminate armor.

Light Recon

STATISTICS:
CREW: 2 / SPEED: 5 / WEAPONS: 1 / ARMOR: 1

COMBAT ROLE:
HIGH-SPEED RECONNAISSANCE, LIGHT ANTI INFANTRY.

The MX-500 is the Western Frontier's fastest Light Attack Vehicle. Its speed and maneuverability make it ideal for its role as the army's "roving eyes." With no armor to speak of and just the one rear mounted HMG on the base model, this vehicle should avoid entanglement wherever possible.

Heavy Recon

STATISTICS:
CREW: 3 / SPEED: 4 / WEAPONS: 2 / ARMOR: 2

COMBAT ROLE:
HIGH SPEED ANTI-INFANTRY. VULNERABLE TO MACHINE GUNS

The Humhug heavy recon vehicle is armed with dual-turret, pintle-mounted .50 caliber HMGs. It is most effective at fast, stinging raids against infantry. While its maneuverability can make it capable of avoiding enemy rockets, it's light armor leaves it susceptible to HMG fire.

Anti-Air Vehicle

STATISTICS
CREW: 2 / SPEED: 2 / WEAPONS: 2 / ARMOR: 3

COMBAT ROLE
ANTI-AIR. VULNERABLE TO TANKS, AND ANTI-ARMOR VETERANS

The Prometheus AIM-9RR mobile missile platform fires a barrage of 8 deadly IS-III Silverfish anti-air missiles. With a highly explosive payload and deadly accuracy against air targets, this unit is the scourge of enemy air forces. The AIM-9RR is unable to radar-lock low level targets, and hence is wildly inaccurate against ground units.

Artillery

STATISTICS
CREW: 2 / SPEED: 2 / WEAPONS: 2 / ARMOR: 3

COMBAT ROLE
LONG RANGE SUPPORT UNIT. TARGETS ENEMIES BEHIND WALLS/COVER

The self-propelled "Preacher Pk-772" artillery piece has the longest reach of any Western Frontier vehicle. Its cumbersome movement is more than made up for by the power and range of its 88mm, low recoil cannon. Despite the fitment of a mounted HMG, it is advisable to keep enemies at a distance where the primary cannon can be brought to bear.

Battlestation

STATISTICS
CREW: 6 / SPEED: 1 / WEAPONS: 6 / ARMOR: 5

COMBAT ROLE
ANTI INFANTRY/ANTI-TANK. VULNERABLE TO AIRCRAFT

With an intimidating array of firepower the Ajax T-500 Battlestation is the ultimate ground-based weapons platform. The T-500 features a powerful double barreled battle-cannon, two side-mounted anti-vehicle turrets and three rear-mounted .50 caliber HMGs. Its only weakness is its lack of anti-air capabilities.

T-Copter

STATISTICS
CREW: 6 / SPEED: 2 / WEAPONS: 2 / ARMOR: 4

COMBAT ROLE
TROOP AND VEHICLE CARRIER.

The C-Type "Samson" rapid-insertion Carryall transports WF infantry and vehicles in and out of hotspots across the globe. Although lacking in any significant offensive capability, the seven-berth Samson (6 crew and 1 vehicle) is thickly armored and can soak up a lot of punishment.

Bomber

STATISTICS
CREW: 3 / SPEED: 3 / WEAPONS: 3 / ARMOR: 4

COMBAT ROLE
AIR TO GROUND. VULNERABLE TO FIGHTERS

The Valentine B-58, (or "Vandal" as it is affectionately known) has an armor-skinned fuselage and a deadly payload of fuel-air bombs that can pulverize ground targets in an instant. However, without fighter escort, the B58's two HMG blisters offer only light defensive capability against enemy air attack.

Fighter

STATISTICS
CREW: 2 / SPEED: 6 / WEAPONS: 2 / ARMOR: 3
COMBAT ROLE
AIR TO AIR. POOR AIR TO GROUND CAPABILITIES

The F-19 Poltergeist is the most advanced jet fighter yet. It has twin air to air Silverfish missile pods that are perfect for targeting enemy aircraft. The inaccuracy of its missiles against sub-radar targets does limit its usefulness in an air-to-ground role however.

Gunship

STATISTICS
CREW: 3 / SPEED: 3 / WEAPONS: 3 / ARMOR: 3
COMBAT ROLE
AIR TO GROUND. VULNERABLE TO FIGHTERS, GUNSHIPS

As a stable gun platform for unleashing destruction from the air, the Duey AH-86 Gunship has no equal. Its two mountings for AGM-115 "Heckfire" missiles ensure that the Gunship can cut through enemy tank columns in a very short time indeed. Its slow speed can leave it exposed to fighters.

Strato Destroyer

STATISTICS
CREW: 7 / SPEED: 3 / WEAPONS: 7 / ARMOR: 5
COMBAT ROLE
AIR TO AIR, AIR TO GROUND. VULNERABLE TO REAR

The B-5000 "Strato Destroyer" is the king of the sky. Armed with both air-to-air missiles and the ability to deliver a heavy consignment of high explosive bombs, there is no real chink in its armor (which is extremely thick). Its only possible weak point is that it has no rear facing armaments.

OFFICER PROFILES

Western Frontier

As a nation, the "Fightin' Frontier" is inclined to take a sporting approach to war. Frontier Commanding Officers keep tabs on their world ranking and are very competitive about their latest "scores."

The Western Frontier keeps its age-old enemy, the Tundran Empire, at arm's length, but they are out of touch with what goes on beyond their borders.

Colonel Austin

Distinguished and statesmanlike, Austin can sometimes become over-concerned with details and planning, and the army would grind to a perfectly-organized halt if he weren't paired with Herman. Strategic thinking is Austin's strongest suit.

Brigadier Betty

Athletic, vivacious, and energetic. She likes to win, and win hard. Her sunny outlook boosts morale and she is keen that all the soldiers are happy and well looked after. She can be impatient with her other COs, but when they ruffle each other's feathers, Betty straightens them out.

General Herman

General Herman is such a bundle of aggressive energy that two generations of Frontier tanks were named after him. His immense drive keeps the Frontier forces on the ball. Herman is gruff but playful, with a fascination for all things tactical. Herman is affectionately known as "Coach" by the troops.

Tundran Territories

The Tundran Empire has long been ruled by a Dynasty. Tundra is steeped in tradition with a rigid social structure. Only male members of the Imperial family may aspire to the Officer class of the Tundran army. This has changed with the ascendancy of Marshal Nova to the rank of Supreme Commander. His first and most controversial act was to demonstrate his belief in merit over birthright by appointing Nelly to the post of major…

Tsar Gorgi

Years of responsibility have left him with difficulties in expressing emotion. The head of a noble family, Gorgi is imperious and chauvinistic. He is skeptical of Nova's new approach to government though he is very attached to his son.

Major Nelly

An excellent CO due to her robust methods and sense of justice. She is a broad, warm woman who cares deeply for her soldiers. Nelly can cut through any unnecessary machismo. She tolerates Gorgi's attitude toward her due to her respect for his achievements.

Marshal Nova

Proud and stern. A champion boxer at the academy, he feels the need for progress. Unlike his father, he has been exposed to worldwide culture since birth, and he is a great modernizer. His support for Nelly exemplifies this.

Xylvania

Once, Xylvania was a mighty power. Its fabled Iron Legion held half the world in a ruthless grip. But the cataclysm visited upon the Legion by the Solar Empire pushed Xylvania between the cracks of history. Its people became a casualty of the Frontier/Tundra power struggle; annexed and abused by one side or the other, then left to nurse their resentment in the shadows.

Kommander Ubel

A loyal incompetent, who is very good at following orders. However, his lack of imagination and love of brute force can be surprisingly effective in battle. If Vlad is the brains of the operation, Ubel provides the muscle. He aspires to be just like Vlad, respecting his superior's power and lack of emotion.

Countess Ingrid

Manipulative and kittenish, but not as smart as she thinks. She suffers from terrible curiosity and has always been fascinated by Xylvania's dark past. Her fearsome reputation as an air ace has lent her the nickname "the Red Countess." She teases Ubel in malicious games of power.

Kaiser Vlad

Since his rise to power, has been intent upon reclaiming Xylvania's historical legacy. To this end the Xylvanians have been working to create a worthy army. The small portion of land they still call their own has been polluted and destroyed by this effort. For Xylvania, war must come now.

Solar Empire

Many centuries ago, the Solar Empire were able to defeat Xylvania by the last-ditch use of a doomsday device. Though it reduced the Iron Legion to ashes, the cataclysm also inflicted great sacrifice on the Sols. Both peoples will never forget this day, and their individual legacies have been forged around it. To the Solar Empire, they must stand firm against a resurgence of the truly evil Xylvanians.

Empress Lei-Qo

The direct descendant of the ancestral Solar Leader who destroyed the Iron Legion. Supremely elegant, yet ruthless, the Empress is able to presage events. She has been brought up, as were her mother and mother's mother, to be ready to stop the Xylvanian evil should it arise again.

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Brigadier Betty
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Colonel Austin
Kenny Andrews
Tsar Gorgi
Kerry Shale
Marshal Nova
Kerry Shale
Narrator
Kerry Shale

Kaiser Vlad
Wolf Kahler
Major Nelly
Sarah Parnell
Countess Ingrid
Sarah Parnell
Kommandant Ubel
Simon Greenall
Empress Lei-qo
Haruka Kuroda

Troops

Western Frontier Grunt
Russell Bentley
Western Frontier Veteran
Glenn Wrage
Tundran Grunt
Brian Bowles
Tundran Veteran
Brian Bowles
Xylvanian Grunt
Brian Bowles
Xylvanian Veteran
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Solar Empire Grunt
Dai Tabuchi
Solar Empire Veteran
Dai Tabuchi
Legion Grunt
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Legion Veteran
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*War does not determine who is right–
only who is left. ~Bertrand Russell*

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